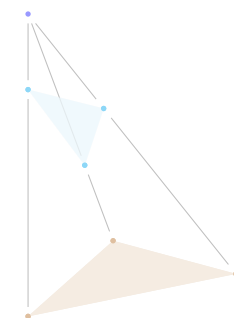Take a quadrilateral of points, but picture them as consisting of a triangle, and a point not lying on any side of that triangle, which we call the origin.

For each of the 3 vertices, draw the lines through the origin and that vertex. Pick any 3 points on those lines, forming some triangle.
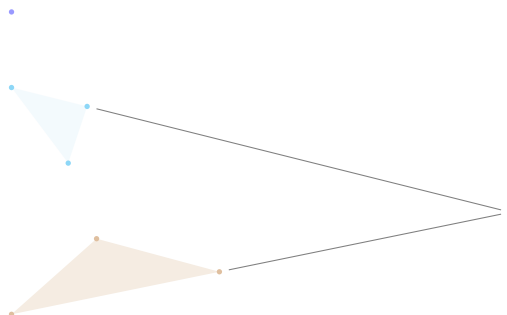
See how the vertices of the original triangle correspond, via these lines, with those of the new triangle. Declare sides to correspond if they pass through corresponding vertices. Take intersections of each pair of corresponding sides: draw the intersection of the first pair
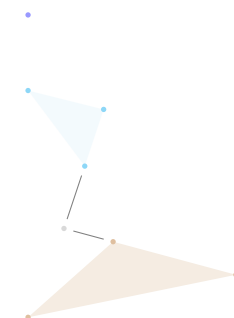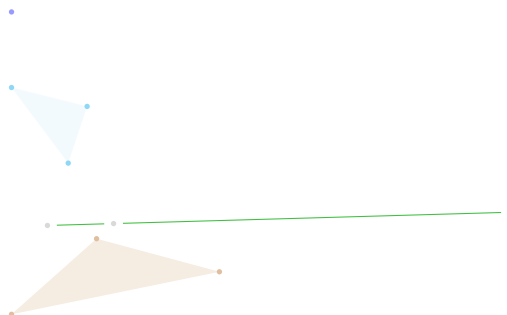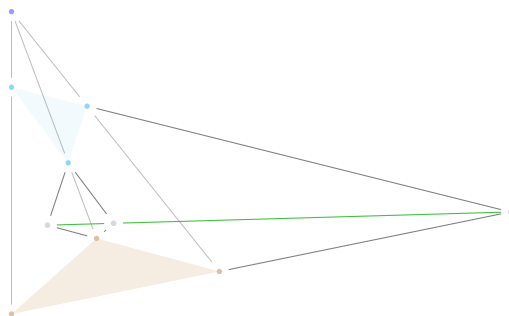
and of the second pair
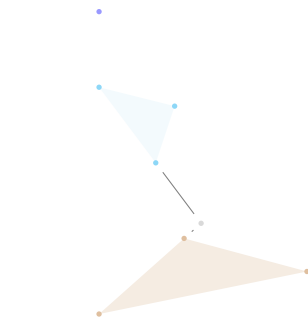
and of the third pair, giving us three intersection points.

If we draw the picture very carefully, it appears that these 3 intersection points lie on a line.

If this happens, we call the whole incidence geometry

a *Desargue incidence*, while if those 3 points determine a triangle, we say it is a *non-Desargue incidence.*